KONAMI'S

POOYAN™

From Datasoft®

CAT. NO. 26-3048

Radio Shack TRS-80 COLOR COMPUTER

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REQUIREMENTS

- TRS-80 32K Color Computer with Extended BASIC
- TV set (color for best results)
- CCR-81 cassette player (or equivalent)
- joystick (optional)

OBJECTIVE

Your defenseless piglets (Pooyan™) are in constant danger of being kidnapped by hungry wolves. The wolves, clinging to helium balloons, attack your home and family from the treetop above.

As the wolves float down from the treetop, they throw deadly acorns at you. You travel up and down the cliff in your basket, firing arrows at the wolves' balloons. When you hurl your secret weapon—a chunk of meat—the wolves let go of their balloons in a futile attempt to grab it and they perish. But if you fail to avoid a wolf's acorn, you fall out of the basket and lose a life.

The battle continues in enemy territory—the wolves' lair! The wolves now inflate balloons, float to a cliff top, and try to push a giant rock down on you. On their way up they throw more acorns which you must dodge. Your arrows and chunks of meat must stop the wolves from getting to the giant rock!

TO START

Turn on your TV and computer. After the BASIC copyright notice is displayed, insert the POOYAN cassette into your cassette player and press the PLAY button. (Note: rewind tape if previously played.) Type CLOADM and press the **ENTER** key. The program will now load. When the prompt OK is displayed, type EXEC and press the **ENTER** key. If a load error is displayed on the screen, rewind the tape and repeat the above instructions or adjust the recorder's volume level. (Note: you may also reinsert the reverse side of the cassette.)

After the program is loaded into the computer, a title page appears accompanied by the Pooyan tune. To play with a joystick, press the joystick button. To play with the keyboard, press the SPACEBAR. If you do not begin the game before the music finishes, the program automatically enters the demonstration mode. You may interrupt the demo and begin play by pressing your joystick button or the SPACEBAR.

NUMBER OF PLAYERS

When the prompt PRESS 1 or 2 appears, press 1 for one player or 2 for two players. Player 1 uses the RIGHT joystick.

GAME CONTROL

JOYSTICK OPTION Move the joystick up and down to move your basket up and down the cliff face. Press the red fire button to shoot an arrow or to throw your secret weapon—the meat. For a two-player game, connect two joysticks to your computer.

KEYBOARD OPTION Press the UP ARROW and DOWN ARROW keys to move your basket up and down the cliff face. Press the SPACEBAR to shoot an arrow or to throw your secret weapon—the meat.

To pause a game-in-progress, press the **ENTER** key. Press any key to resume play.

To abort a game and return to the title page, press the **BREAK** key.

SCORING AND INDICATORS

FIRST SCENE, POOYAN'S HOME (ODD-NUMBERED ROUNDS) Grab the meat from the cliff top for 200 points. Throw the meat, and the first wolf who lets go of his balloon is worth 400 points. (The meat can touch either the wolf or the balloon to make him let go.) The next wolf who lets go of his balloon while grabbing for the same meat is worth 800, and every succeeding wolf who lets go is worth 1,600 points.

After a wolf lets go of his balloon, shoot the balloon for 200 points. Hit an acorn or a balloon with your arrow and score 200 points. The first four wolves who land safely climb one of the ladders behind you; if a wolf on a ladder bites you, you topple out of your basket and lose a life.

SECOND SCENE, WOLVES' LAIR (EVEN-NUMBERED ROUNDS) Shoot the balloons that float up out of pots for 50 or 100 points. In this scene, some balloons which the wolves hold have one or two additional balloons inside! You score 200 points only when you pop the innermost balloon and the wolf falls to the ground. As in the first scene, score points for grabbing the meat at the cliff top, making wolves let go of their balloons, and then shooting the balloons.

When five or fewer wolves remain in the second scene, the orange Boss Wolf appears, clutching a multicolored balloon. If he makes it to the cliff top, five more wolves appear. To dispose of Boss Wolf, hit him with the meat or hit his balloon several times with your arrows.

If seven wolves reach the top of the cliff, they push the rock down on you and a green curtain falls. When the curtain rises, there are then four wolves gathered behind the rock.

If an acorn hits you before seven wolves have reached the top of the cliff, then the curtain also falls. This time when it rises, there are as many wolves behind the rock as there were just before the curtain fell—plus however many wolves had reached the top of the cliff before the curtain fell (even if they had not yet taken their place in line).

BONUS SCENES Score 200 points for each strawberry or apple you shoot. Shoot all of them (15) and win 5,000 points. Bonus scenes do not count as rounds.

An extra pig is awarded for every 30,000 points accumulated.

FLAGS The number on the left-hand flag represents the number of wolves left in the scene. In the first round, you start with 32 wolves, and in the second round you start with 40 wolves. Each succeeding round begins with 48 wolves. The number on the right-hand flag shows the number of lives you have in reserve. You start with six lives—one in the basket and five in reserve.

CURTAINS A green curtain falls after you lose a life. In a two-player game this curtain indicates a change of players. An orange curtain falls after you kill all of the wolves in a round. Between rounds, the round number (and player number in a two-player game) is shown on the orange curtain.

GAME PLAY

Skill levels change automatically. The better you get, the greater challenge you face.

You have an unlimited number of arrows to shoot at the wolves. The wolves use shields (the sticks onto which the balloons are tied) to protect themselves from your arrows. When an arrow hits a stick, it is deflected down. Use this phenomenon to your advantage when the wolves are in a vertical line. Occasionally, your arrows won't pop the wolves' balloons.

You can deflect acorns off the top and bottom of your basket.

The meat is usually available at the beginning of each new scene and at other times throughout the scene. Be sure to watch for it! To obtain it, move the pig up until you reach the meat; press the fire button (in the joystick mode) or the SPACEBAR (in the keyboard mode) to hurl it. The meat will not appear while your basket is at the very top of the cliff. If you toss the meat and it hits a balloon without a wolf, the meat will be deflected back towards you.

Between the scene at the pigs' home and the scene at the wolves' lair, the wolves kidnap some pigs. In the second scene, you can see some of the captured pigs in the jail at the bottom left corner of your screen.

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